# Atelier Data Science

Deep learning practice 3
Optimization Techniques in DL

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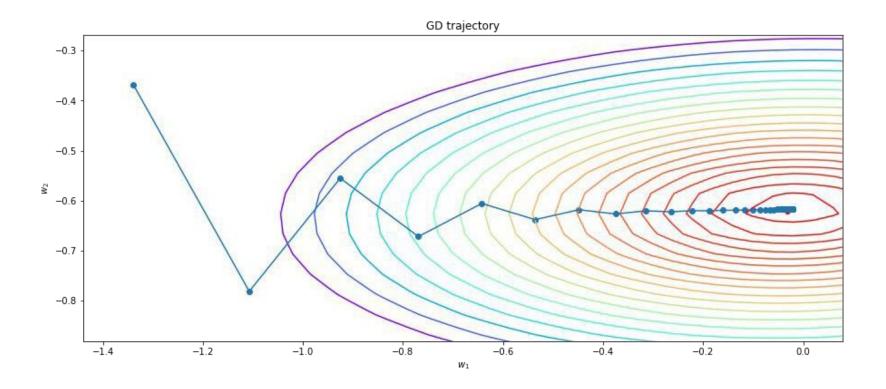
- 1. Initial approximation  $w^0$
- 2. Repeat, each time choosing a random object  $i_t$ :

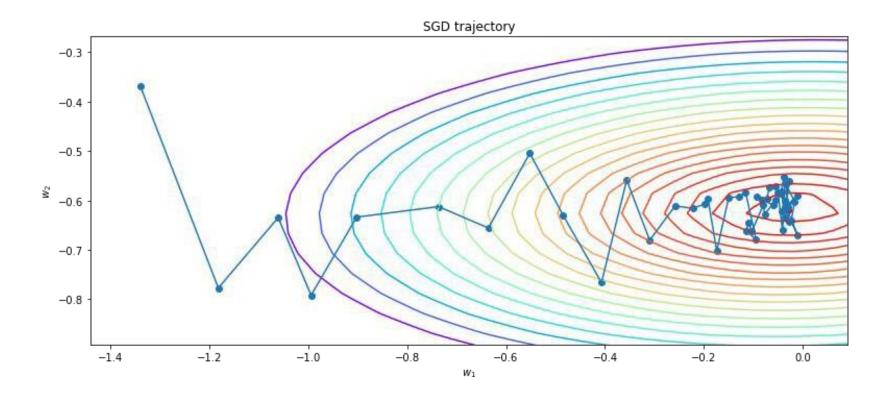
$$w^t = w^{t-1} - \eta \nabla L(y_{i_t}, a(x_{i_t}))$$

3. Stop when the error on the test set stops decreasing

torch.optim.SGD

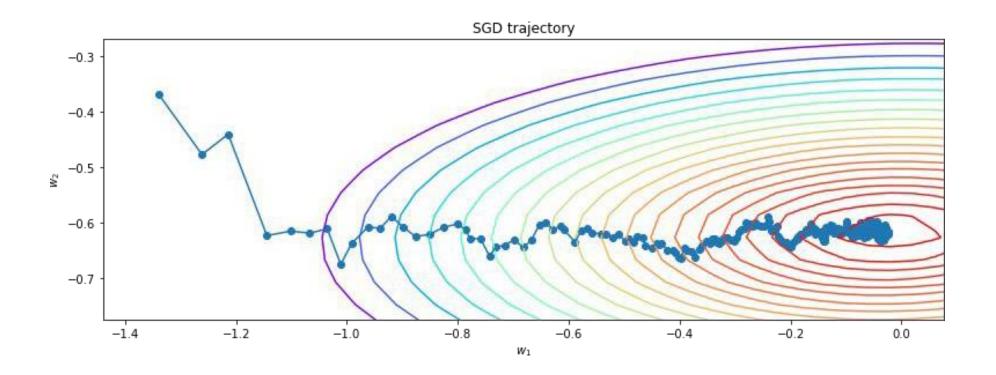
# **Gradient Descent**

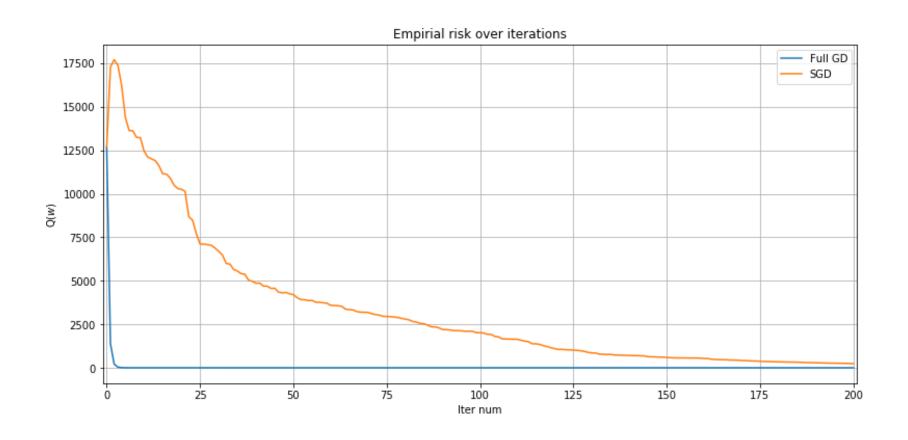




- An estimate of the gradient for a single iteration is unbiased
- Nonzero Gradient at Optimum: At the optimum point, the gradient for a single data point is unlikely to be exactly zero
- Importance of Small Learning Rates: A smaller step size allows for more precise adjustments, helping to avoid "jumping over" the optimum
- Convergence to the global minimum is guaranteed only for convex functions

$$\eta_t = \frac{0.1}{t^{0.3}}$$





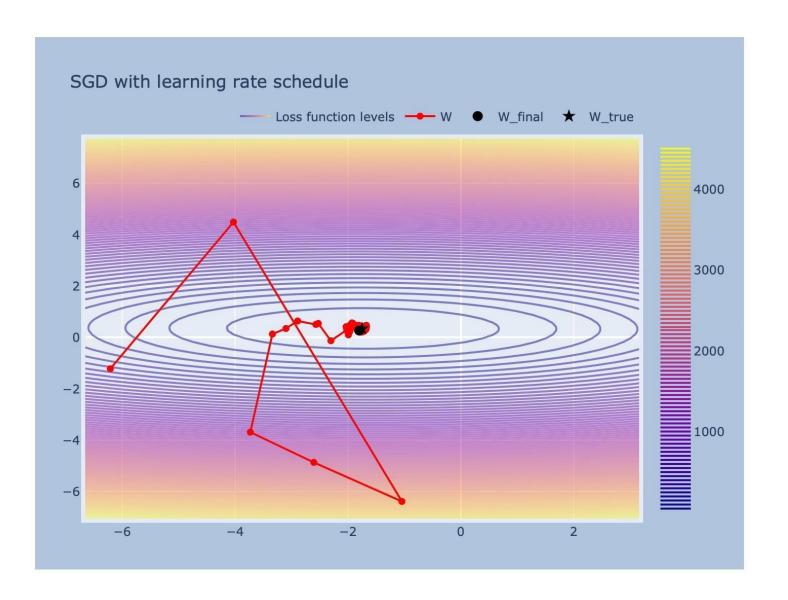
### Mini-batch GD

- 1. Initial approximation  $w^0$
- 2. Repeat, each time choosing a set of *n* random objects :

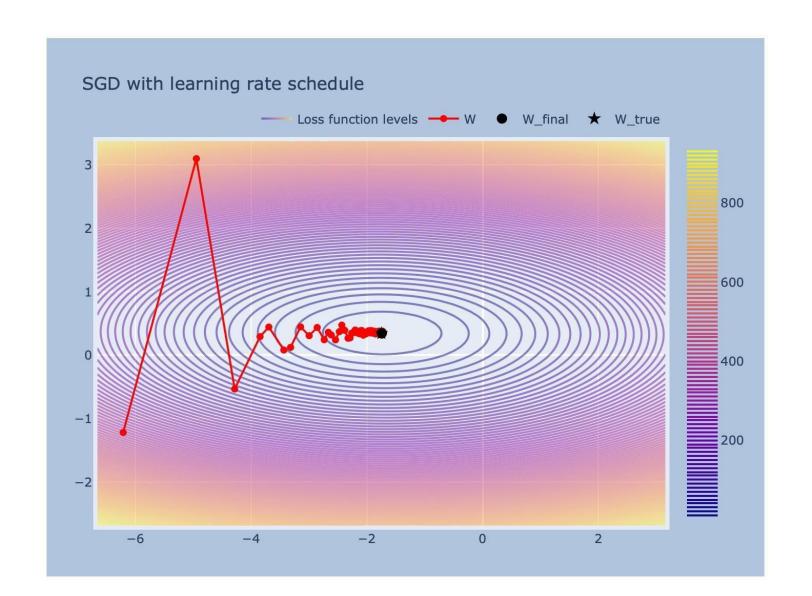
$$w^{t} = w^{t-1} - \eta_{t} \frac{1}{n} \sum_{j=1}^{n} \nabla L(y_{t,j}, a(x_{t,j}))$$

3. Stop when the error on the test set stops decreasing

# Mini-batch of size 1



# Mini-batch of size 10



- Batch Size typically in the order of tens or hundreds
- It makes sense to choose a power of two
- Computationally almost as efficient as a gradient step for a single object

The collected experimental results for the CIFAR-10, CIFAR-100 and ImageNet datasets show that increasing the mini-batch size progressively reduces the range of learning rates that provide stable convergence and acceptable test performance. On the other hand, small mini-batch sizes provide more up-to-date gradient calculations, which yields more stable and reliable training. The best performance has been consistently obtained for mini-batch sizes between m=2 and m=32, which contrasts with recent work advocating the use of mini-batch sizes in the thousands.



Training with large minibatches is bad for your health.

More importantly, it's bad for your test error.

Friends dont let friends use minibatches larger than 32.

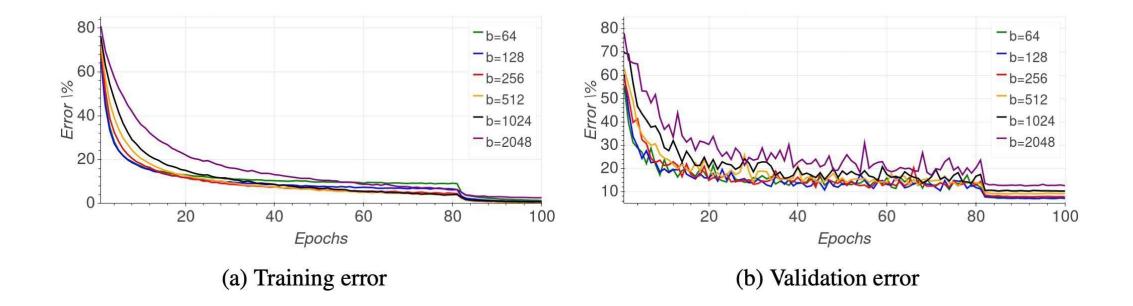
Let's face it: the \*only\* people have switched to minibatch sizes larger than one since 2012 is because GPUs are inefficient for batch sizes smaller than 32. That's a terrible reason. It just means our hardware sucks.

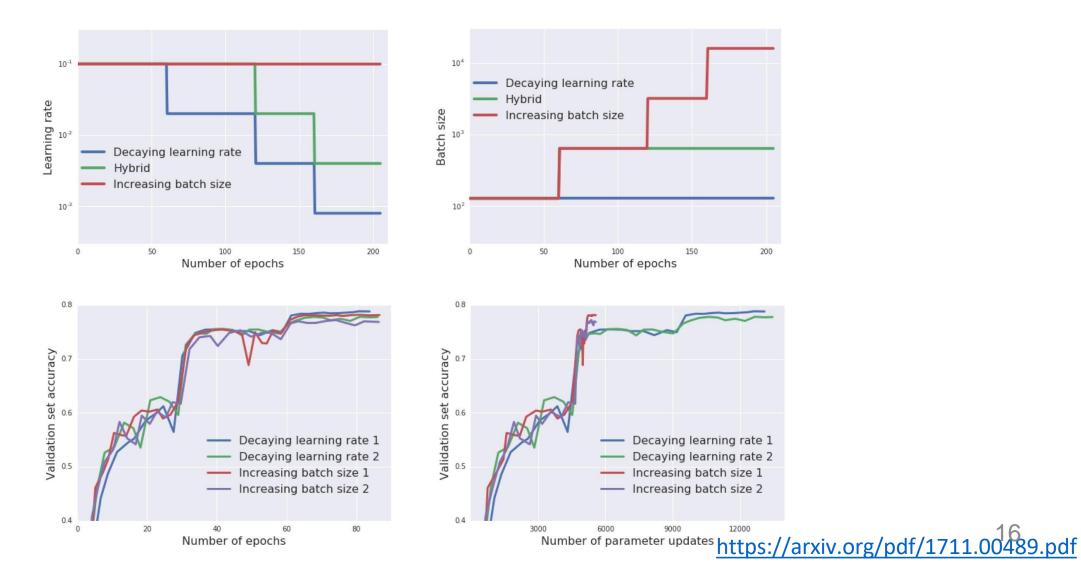
What's worse is that the easiest way to parallelize training is to make the minibatch even larger and distribute it across multiple GPUs and multiple nodes.

Minibatch sizes over 1024 aren't just bad for your health. They cause brain tumors.

They learn quickly, but the wrong thing.

...



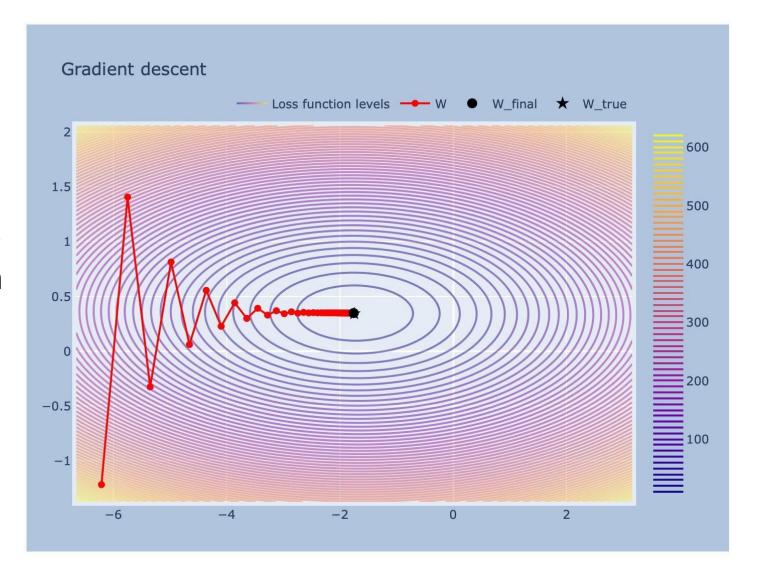


- There can be benefits from a large batch size
- To achieve this, it is necessary to choose the step size wisely and/or gradually increase the batch size

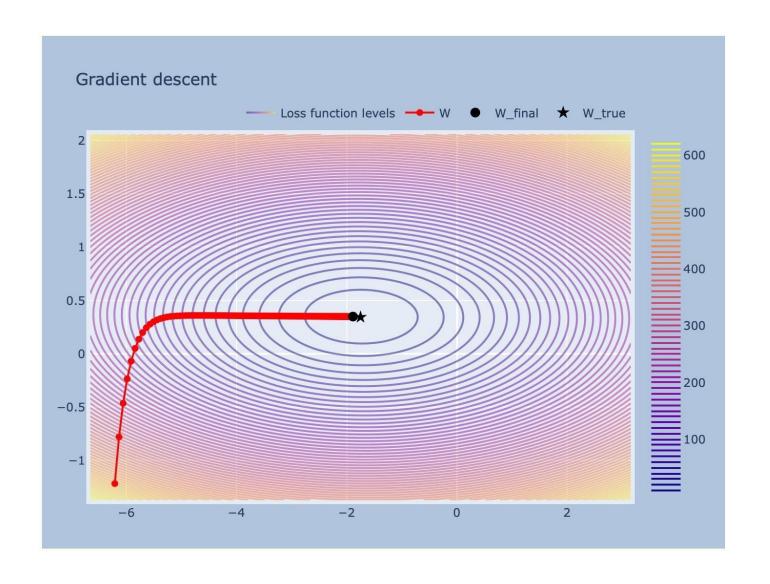
# Modifications of Gradient Descent

### **Problems of Gradient Descent**

 Gradient descent is slow to converge in case of "zig-zag"



# **Problems of Gradient Descent**

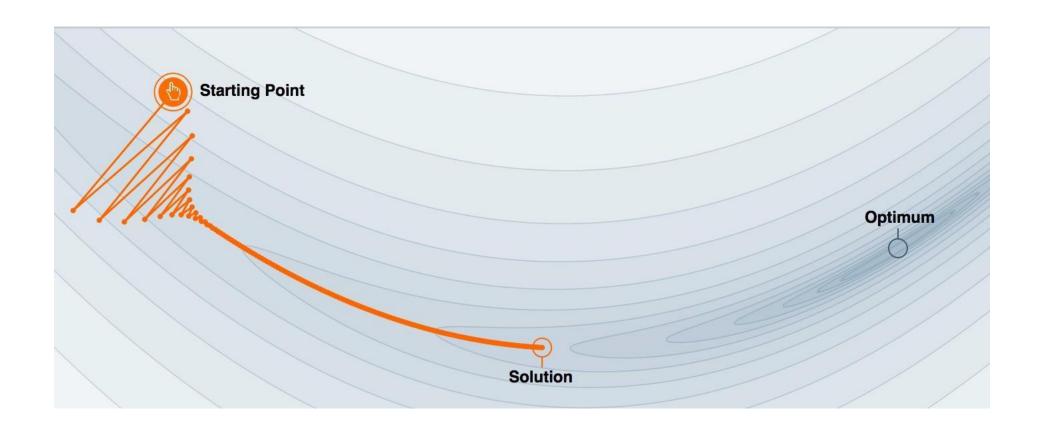


# Momentum (smooths out the zig-zag path)

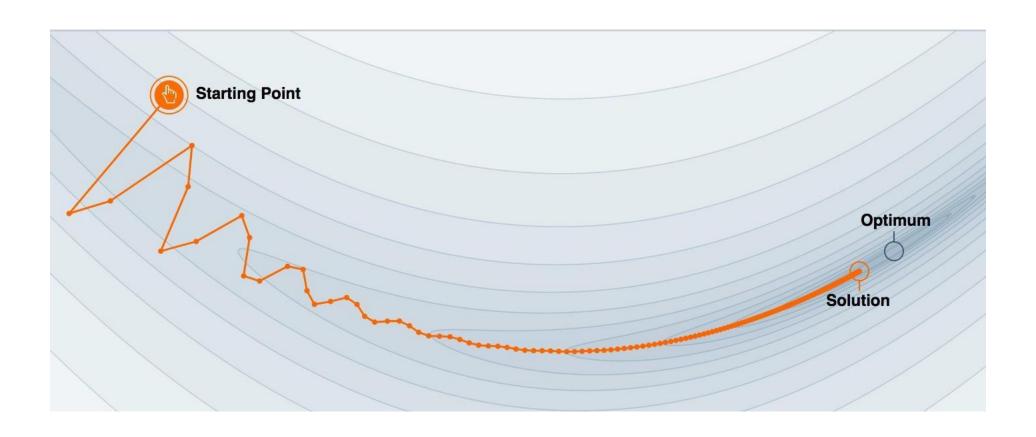
$$h_t = \alpha h_{t-1} + \eta_t \nabla Q(w^{t-1})$$
$$w^t = w^{t-1} - h_t$$

- $h_t$  is the velocity at time t-1
- $\alpha$  momentum term

# Without momentum

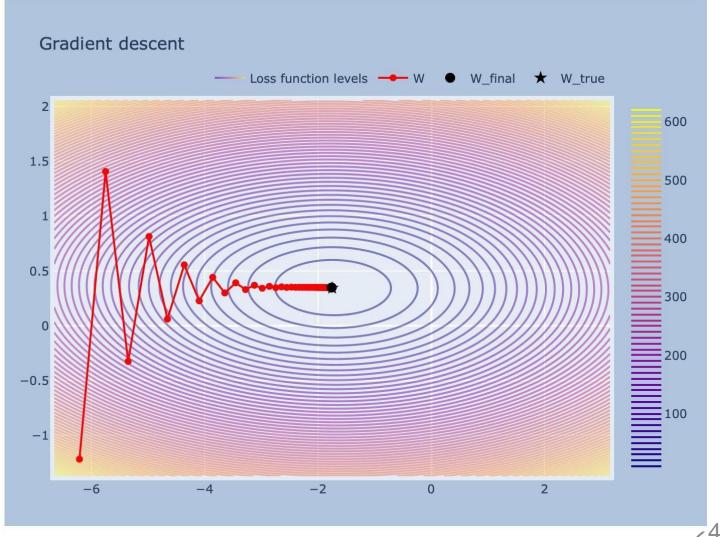


# Momentum



### **Problems of Gradient Descent**

- Gradient descent is slow to converge in case of "zig-zag" -> Momentum
- Sparse Features problems->Adagrad



# Sparse Feature problems

• Example: one-hot encoded features

	1		O	
	0		0	
	1		O	
	1		0	
	1		0	
	0		0	
	0		1	
1			1	
Popular feature		e Rare fe	Rare feature	

- We perform stochastic gradient descent
- After 7 iterations, we will make 4 weight updates for the popular feature and 1 weight update for the rare one

Smaller steps 
$$\eta_t = \frac{0.1}{t^{0.3}}$$

### AdaGrad

$$G_j^t = G_j^{t-1} + (\nabla Q(w^{t-1}))_j^2$$

$$w_j^t = w_j^{t-1} - \frac{\eta_t}{\sqrt{G_j^t + \epsilon}} (\nabla Q(w^{t-1}))_j$$

- For each parameter, there is its own learning rate can be fixed
- The step size may decrease too rapidly and lead to early stopping

# RMSProp

$$G_j^t = \alpha G_j^{t-1} + (1 - \alpha)(\nabla Q(w^{t-1}))_j^2$$

$$w_j^t = w_j^{t-1} - \frac{\eta_t}{\sqrt{G_j^t + \epsilon}} G_j^t$$

- $\alpha$  ~ 0.9
- The speed update depends only on recent steps

### Adam

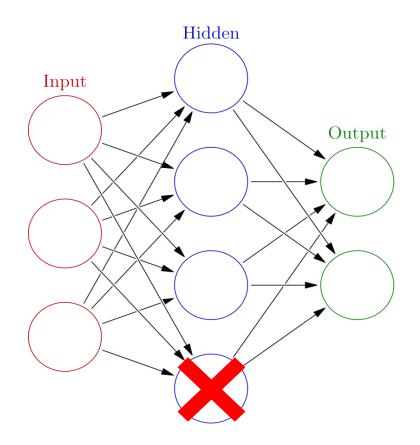
Momentum + RMSProp

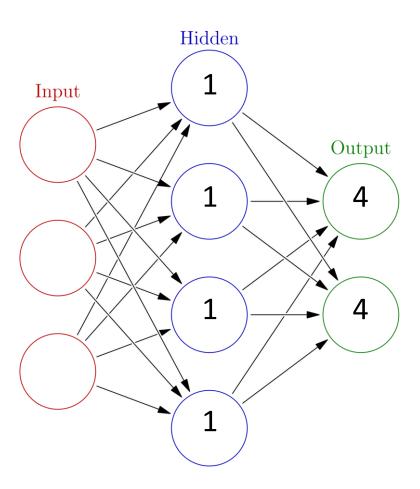
$$\begin{split} m_j^t &= \frac{\beta_1 m_j^{t-1} + (1 - \beta_1) (\nabla Q(w^{t-1}))_j}{1 - \beta_1^t} \\ v_j^t &= \frac{\beta_2 v_j^{t-1} + (1 - \beta_2) (\nabla Q(w^{t-1}))_j^2}{1 - \beta_2^t} \\ w_j^t &= w_j^{t-1} - \frac{\eta_t}{\sqrt{v_j^t + \epsilon}} m_j^t \end{split}$$

• Recommended values:  $\beta_1 = 0.9$ ,  $\beta_2 = 0.999 \epsilon = 10^{-8}$ 

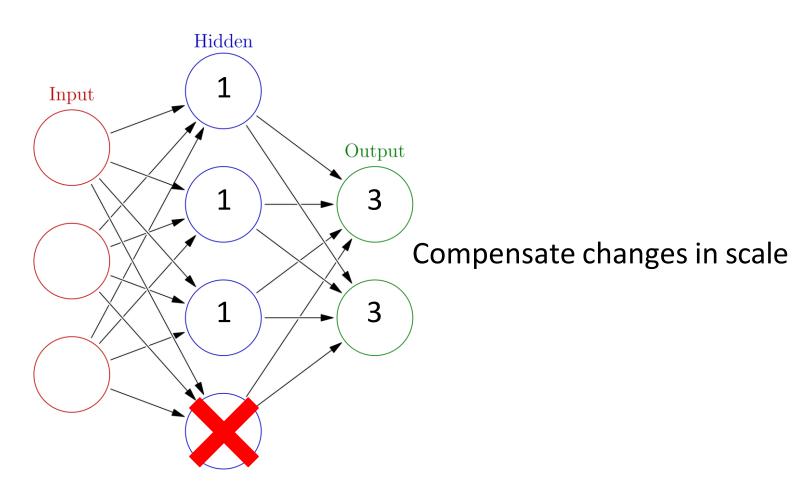
# Mitigating overfitting

- Reducing the number of parameters (convolutional layers)
- Regularization
- There are other ways to prevent the model from overfitting: Dropout





All weights are equal to one



- Drop d(x)
- There are no parameters; the only hyperparameter is p (the probability of dropping a neuron). During the training phase:

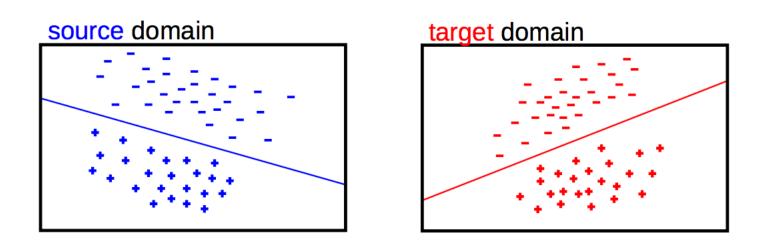
$$d(x) = \frac{1}{p}m \circ x$$

- m is a vector of the same size as x;
   elements are sampled from the Bernoulli distribution Ber(p)
- Division by p is done to preserve the overall scale of the outputs

- Interpretation: We train all possible neural network architectures derived from the original by dropping individual neurons
- All these architectures share the same weights
- At inference phase, we average the predictions of all these architectures

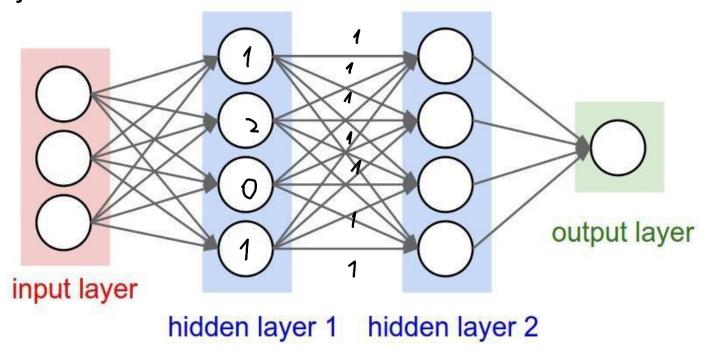
# BatchNorm

# Covariate shift



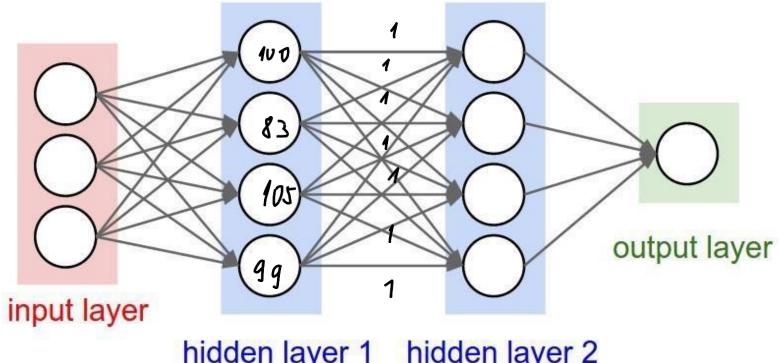
### Internal covariate shift

- In a neural network, each layer's input is the output of the previous layer
- If a layer at the beginning undergoes significant changes, all subsequent layers need to be adjusted



### Internal covariate shift

- Idea: Transforming the outputs of layers to ensure they consistently have a fixed distribution
- BatchNorm



hidden layer 1 hidden layer 2